

## **IN THE CLAIMS**

This listing of claims will replace all prior versions, and listings, of claims in the application:

### **Listing of Claims:**

1-40. (Cancelled)

41. (Previously presented) A method for generating a character in a computer system comprising:

constructing a skeleton of a predetermined object;

superimposing the skeleton with a digital image wherein the digital image includes the predetermined object; and

preparing the digital image, wherein preparing the digital image includes performing background subtraction using a parameter of the skeleton.

42-58. (Cancelled)

59. (New) The method of Claim 41 further comprising determining a topology of the skeleton.

60. (New) The method of Claim 41 wherein the skeleton is constructed of at least one predetermined component.

61. (New) The method of Claim 60 wherein the predetermined component is a rod.

62. (New) The method of Claim 60 wherein the predetermined component is a joint.

63. (New) The method of Claim 62 wherein the joint is a center pin joint.

64. (New) The method of Claim 62 wherein the joint is a center radial joint.

65. (New) The method of Claim 41 wherein the character can be animated.

66. (New) The method of Claim 41 further comprising laminating a texture map to the skeleton.
67. (New) The method of Claim 41 further comprising adjusting a skeleton parameter to correspond with the predetermined object.
68. (New) The method of Claim 67 wherein adjusting includes adjusting the skeleton parameter to approximate a parameter of the predetermined object.
69. (New) The method of Claim 41 further comprising determining where a motion will occur.
70. (New) The method of Claim 41 further comprising transmitting data related to the generation of the character at a first time.
71. (New) The method of Claim 70 further comprising transmitting data related to animation of the character at a second time.
72. (New) The method of Claim 70 further comprising transmitting changes to the character at a second time.
73. (New) The method of Claim 72 wherein the changes include joint angles.
74. (New) The method of Claim 72 wherein the changes include body position.
75. (New) The method of Claim 72 wherein the changes include body rotation.
76. (New) The method of Claim 72 wherein the changes include changes in height and/or width.
77. (New) The method of Claim 41 wherein the character is a player on a network.